

## LA-UR-21-27984

Approved for public release; distribution is unlimited.

Title: Multigroup Scattering in Monte Carlo Radiation Transport Codes

Author(s): Singh, Luquant  
Nelluvelil, Eappen Sebastian  
Burke, Timothy Patrick  
Trahan, Travis John

Intended for: Report

Issued: 2021-08-10

---

**Disclaimer:**

Los Alamos National Laboratory, an affirmative action/equal opportunity employer, is operated by Triad National Security, LLC for the National Nuclear Security Administration of U.S. Department of Energy under contract 89233218CNA000001. By approving this article, the publisher recognizes that the U.S. Government retains nonexclusive, royalty-free license to publish or reproduce the published form of this contribution, or to allow others to do so, for U.S. Government purposes. Los Alamos National Laboratory requests that the publisher identify this article as work performed under the auspices of the U.S. Department of Energy. Los Alamos National Laboratory strongly supports academic freedom and a researcher's right to publish; as an institution, however, the Laboratory does not endorse the viewpoint of a publication or guarantee its technical correctness.

# Multigroup Scattering in Monte Carlo Radiation Transport Codes

Students: Eappen Nelluvelil and Luquant Singh

Mentors: Timothy Burke and Travis Trahan

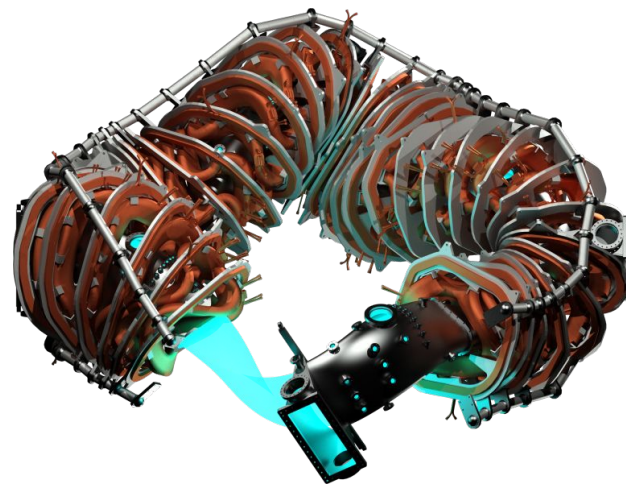
XCP Computational Physics Student Summer Workshop

Final Presentations

August 10-12, 2021

# Luquant Singh

- 2nd year electrical engineering PhD student at UW-Madison
  - Member of Helically Symmetric Experiment plasma lab studying turbulence in fusion plasmas
  - Broadly interested in HPC, fluid dynamics, astrophysics
- Undergraduate degree in applied math and physics, also at UW
  - clarinet performance



# Eappen Nelluvelil

- Majored in computational and applied mathematics at Rice University
- Incoming 1<sup>st</sup> year applied mathematics PhD student at CU Boulder
  - Broadly interested in numerical linear algebra, numerical methods for PDEs, and high-performance computing



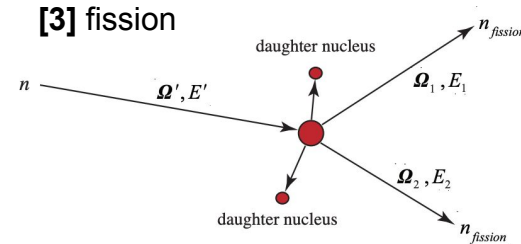
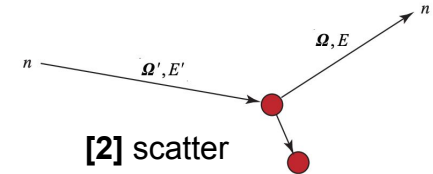
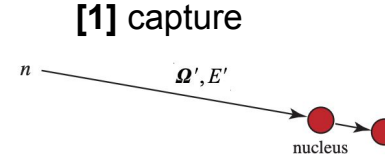
# Evolution of a neutron population in the presence of material is governed by the neutron transport equation.

- When a neutron is incident on a material nucleus, three *neutron events* are most common:

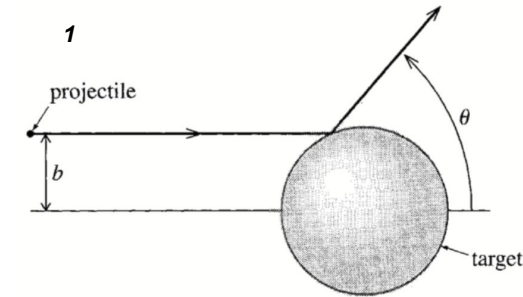
[1] capture [2] scatter [3] fission

- likelihood of an event proportional to corresponding *nuclear cross section*

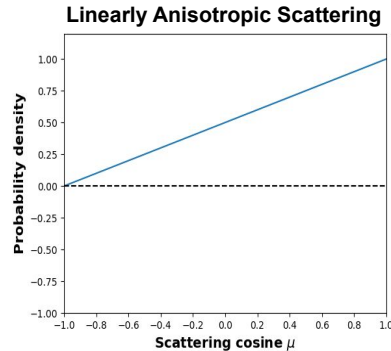
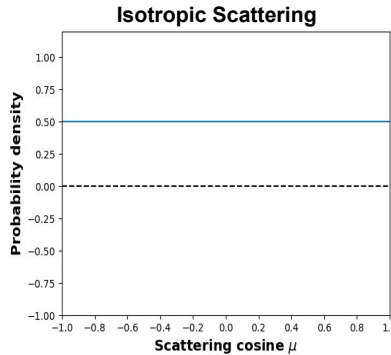
- The *neutron transport equation* is a conservation law for neutron flux that depends on nuclear cross sections for capture, scattering, and fission



# Neutron scattering is described by an angular probability distribution function.



$$\mu = \cos(\theta)$$
$$\theta \in [0, \pi]$$
$$\mu \in [-1, 1]$$

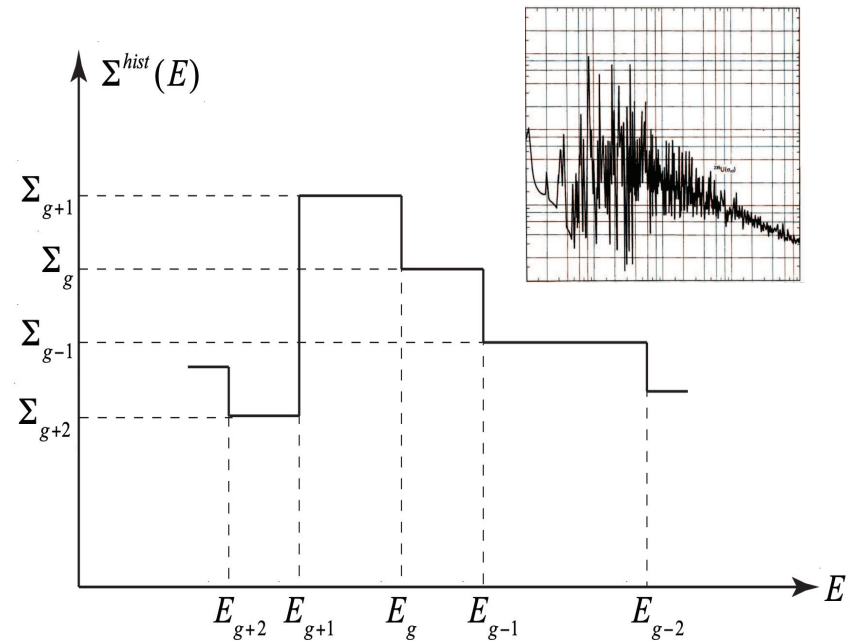


- In a scattering event, a neutron scatters an angle  $\theta$  into an outgoing trajectory
- Every nuclear isotope has a unique scattering distribution derived from nuclear scattering cross section
  - represented in terms of *scattering cosine*  $\mu$
  - azimuthal symmetry  $\rightarrow$  distribution functions depend only on scattering cosine

<sup>1</sup>Reproduced from Fratus, PHYS 103 Lecture notes, Univ. of California (2015)

# Several codes at LANL can determine approximate solutions to the neutron transport equation.

- Deterministic codes discretize in energy, angle, and time to obtain solutions
  - *multigroup approximation* is widely used for efficient calculations
  - each group-to-group transfer has a scattering distribution
- Monte Carlo codes determine transport quantities by sampling probability distributions
  - large number of neutrons are evolved using random numbers



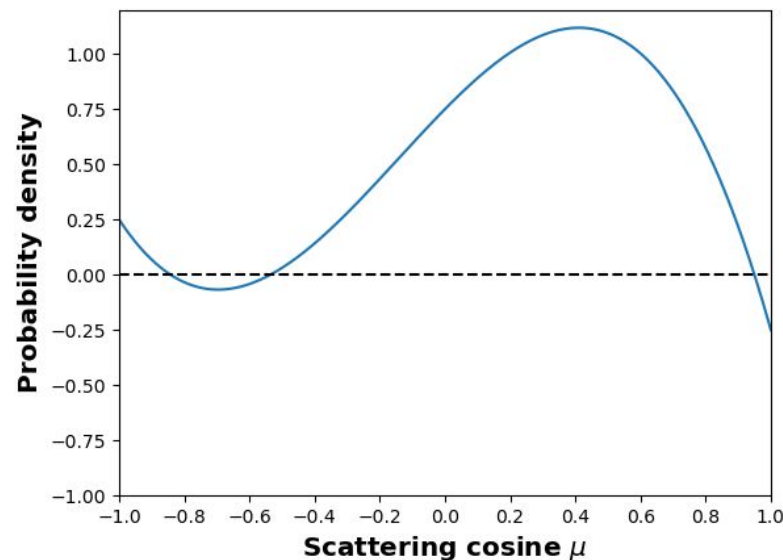
Adapted from Larsen, NERS 543 Lecture notes, Univ. of Michigan (2012)



# Multigroup codes represent scattering distributions in terms of Legendre polynomials.

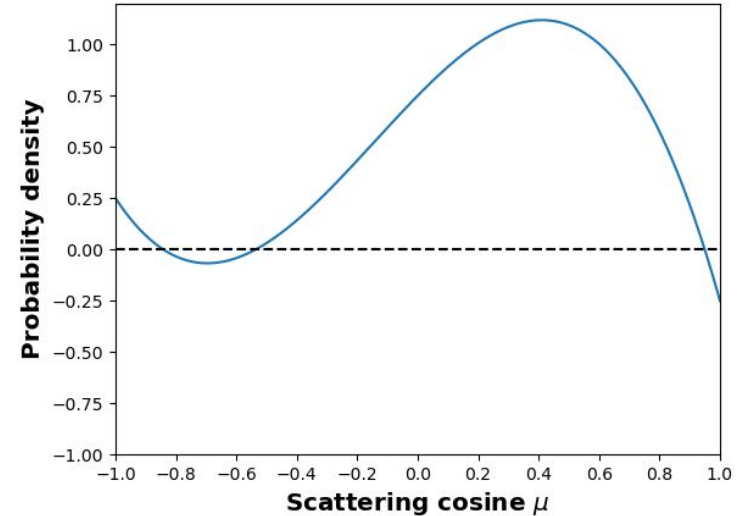
- Legendre polynomials are used to represent scattering PDFs because:
  - domain  $[-1,1]$  is same as scattering cosine range
  - efficient to only use low-order truncations of scattering distribution
- **Important:** low-order truncations of scattering distributions may be nonpositive over  $[-1,1]$ 
  - not suitable for Monte Carlo sampling!

$$f_{g' \leftarrow g}(\mu) = \sum_{\ell=0}^L \frac{2\ell+1}{2} f_{\ell, g' \leftarrow g} P_{\ell}(\mu)$$



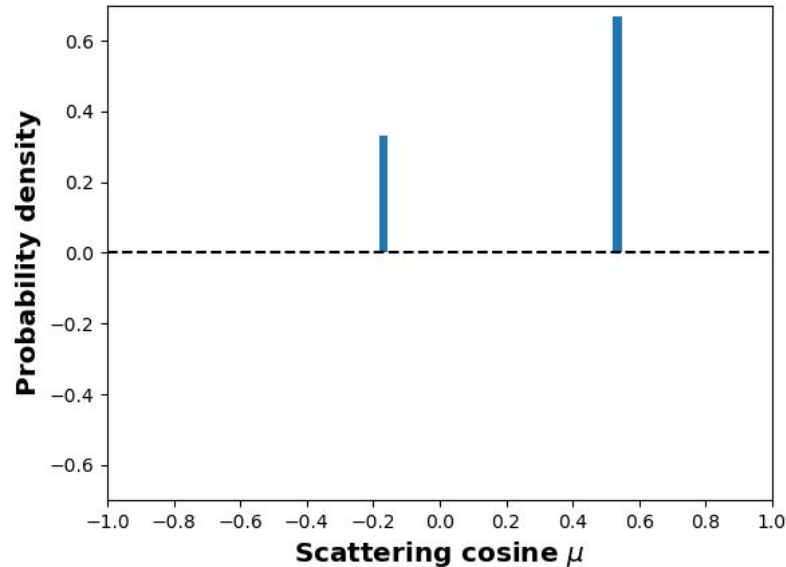
# Moments of a scattering PDF describe angular anisotropy of scattering.

- We seek a non-negative PDF that captures the anisotropy of the truncated multigroup PDF
  - to capture PDF shape, we can compute moments of the distribution function
  - moments can be computed directly from Legendre coefficients
- Higher order moments capture higher order anisotropy



$$\begin{array}{ll} f_0 = 1.0 & \mathcal{M}_0 = 1.0 \\ f_1 = 0.3 & \mathcal{M}_1 = 0.3 \\ f_2 = -0.2 & \mathcal{M}_2 = 0.2 \\ f_3 = -0.2 & \mathcal{M}_3 = 0.1 \end{array} \Rightarrow$$

# Using a discrete angle method, particles scatter into only a limited number of outgoing angles.

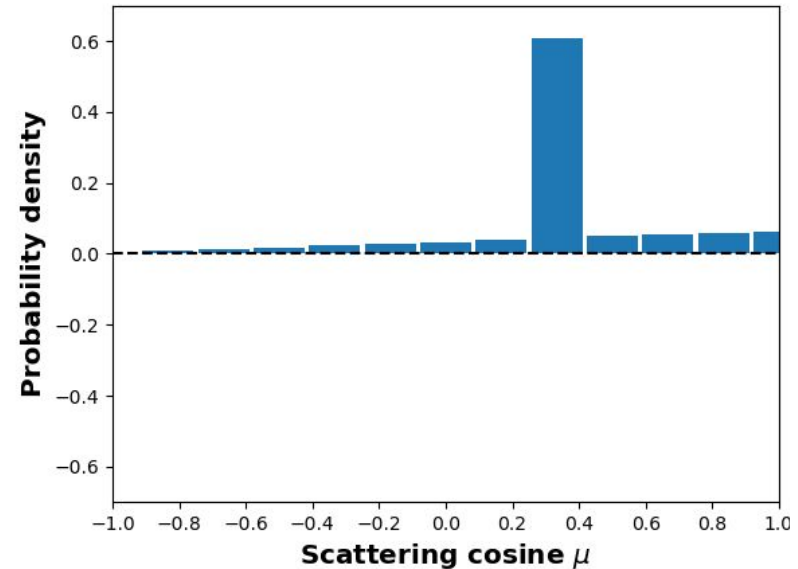


$$f(\mu) = \sum_{k=1}^K \omega_k \delta(\mu - \mu_k)$$

- Discrete angle technique (DAT) involves deriving a weighted delta function PDF
  - **Pros:**
    - fast sampling
    - for high-order truncations, anisotropy is well-represented
  - **Cons:**
    - low-order truncations may suffer from limited angle selection (ray effects)

# For low-order truncations, a semicontinuous scattering distribution may best represent angular anisotropy.

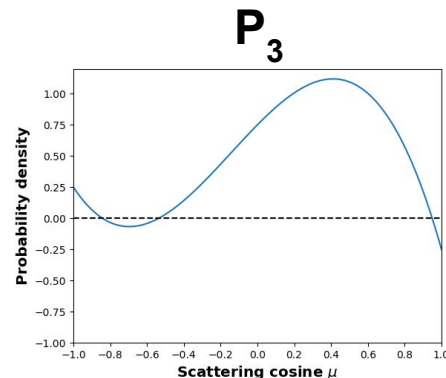
- The semicontinuous (SC) method involves deriving a PDF that is a weighted sum of a continuous density and a delta function density
  - **Pros:**
    - weighting  $\beta$  of continuous and discrete densities can be specified
    - may mitigate low-order ray effects possible with DAT
  - **Cons:**
    - less efficient sampling
    - difficult to generalize



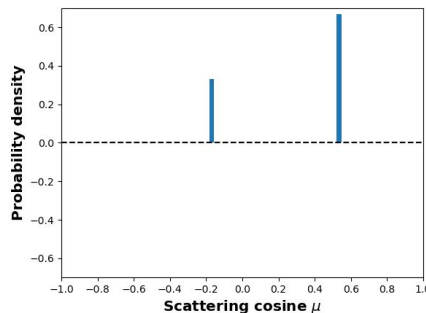
$$f(\mu) = \beta f^*(\mu) + (1 - \beta) \left( \sum_{k=1}^K \tilde{\omega}_k \delta(\mu - \tilde{\mu}_k) \right)$$

# SC and DAT methods have been implemented in the GPU-enabled neutron transport code MGMC.

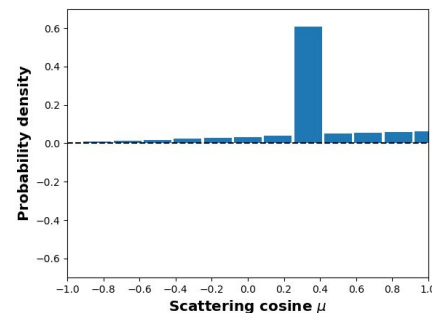
- Previously, MGMC used only isotropic  $P_0$  sampling
  - only a good approximation in limited scenarios
- We implemented SC and DAT sampling for  $P_1$  and  $P_3$  PDFs
  - better captures anisotropic neutron scattering mechanics
  - can efficiently sample these PDFs on CPUs and GPUs



DAT

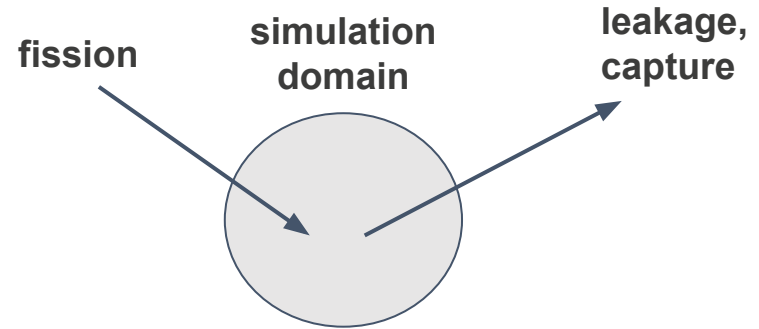


SC



# MGMC SC and DAT methods have been verified against other LANL codes using *k*-eigenvalue simulations.

- *k*-eigenvalue is a measure of criticality in a system
  - $k = 1$  critical
  - $k < 1$  subcritical
  - $k > 1$  supercritical
- To verify the SC and DAT methods in **MGMC**, *k* was computed for three critical ICSBEP benchmarks
  - results are compared with reference multigroup answers from deterministic code **PARTISN**



## Benchmarks:

- IEU-MET-FAST-007 (BIGTEN)
- U233-SOL-THERM-008
- PU-MET-FAST-006 (FLATTOP)

## Simulation parameters:

- 30 groups
- $S_N = 128$
- Particles/batch =  $2^{20}$ , 400 batches

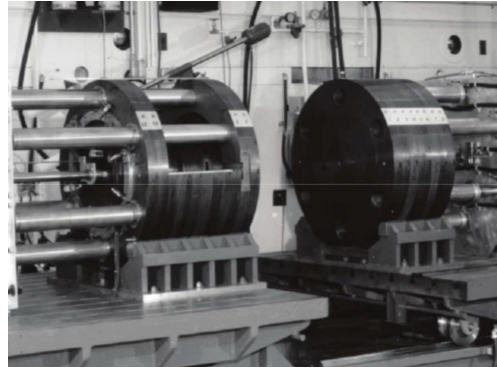
# MGMC SC and DAT methods have been verified against other LANL codes using *k*-eigenvalue simulations.

PU-MET-FAST-006 (FLATTOP)



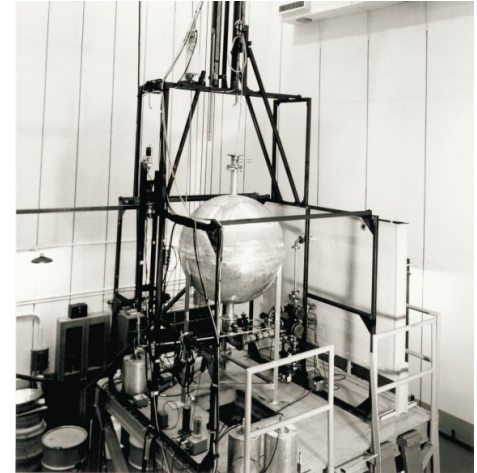
- 1.8in diameter  $^{239}\text{Pu}$  metal alloy surrounded by 3.6in diameter Ni-coated U reflector

IEU-MET-FAST-007 (BIGTEN)



- **Big:** 10 metric tons of mixed Uranium, 6in thick depleted Uranium reflector; 40in axial length, 33in diameter
- **Ten:** 10% average  $^{235}\text{U}$  enrichment in cylindrical core

U233-SOL-THERM-008



- 48in diameter unreflected Aluminum sphere of  $^{233}\text{U}$  Nitrate solution

SIZE



# MGMC can replicate deterministic multigroup criticality calculations to within statistical significance.

## U233-SOL-THERM-008

$P_N$	$k_{\text{eff}}$ PARTISN	$k_{\text{eff}}$ DAT	$\Delta k_{\text{eff}}(\sigma)$	$k_{\text{eff}}$ SC	$\Delta k_{\text{eff}}(\sigma)$
$P_0$	1.02819	$1.02819 \pm 5\text{pcm}$	0.1	$1.02819 \pm 5\text{pcm}$	0.1
$P_1$	0.99486	$0.99493 \pm 5\text{pcm}$	1.2	$0.99504 \pm 5\text{pcm}$	3.7
$P_3$	0.99503	$0.99509 \pm 5\text{pcm}$	1.2	$0.99504 \pm 5\text{pcm}$	0.1

- U233-SOL-THERM-008 simulations showed the best agreement between **PARTISN** and **MGMC**, likely due to large dimensions
  - discrepancies between **PARTISN** and **MGMC** decrease as truncation order increases for anisotropic scattering
  - we do not expect exact agreement between the two codes because higher order moments of low-order truncations are different



# MGMC agrees well with PARTISN; anisotropic scattering agreement improves with increasing scattering order.

U233-SOL-THERM-008

$P_N$	$k_{\text{eff}}$ PARTISN	$k_{\text{eff}}$ DAT	$\Delta k_{\text{eff}}(\sigma)$	$k_{\text{eff}}$ SC	$\Delta k_{\text{eff}}(\sigma)$
$P_0$	1.02819	$1.02819 \pm 5\text{pcm}$	0.1	$1.02819 \pm 5\text{pcm}$	0.1
$P_1$	0.99486	$0.99493 \pm 5\text{pcm}$	1.2	$0.99504 \pm 5\text{pcm}$	3.7
$P_3$	0.99503	$0.99509 \pm 5\text{pcm}$	1.2	$0.99504 \pm 5\text{pcm}$	0.1

IEU-MET-FAST-007

$P_N$	$k_{\text{eff}}$ PARTISN	$k_{\text{eff}}$ DAT	$\Delta k_{\text{eff}}(\sigma)$	$k_{\text{eff}}$ SC	$\Delta k_{\text{eff}}(\sigma)$
$P_0$	1.04471	$1.04466 \pm 4\text{pcm}$	1.3	$1.04466 \pm 4\text{pcm}$	1.3
$P_1$	0.99283	$0.99216 \pm 4\text{pcm}$	16.8	$0.99312 \pm 4\text{pcm}$	7.7
$P_3$	0.99357	$0.99348 \pm 4\text{pcm}$	2.1	$0.99331 \pm 4\text{pcm}$	6.3

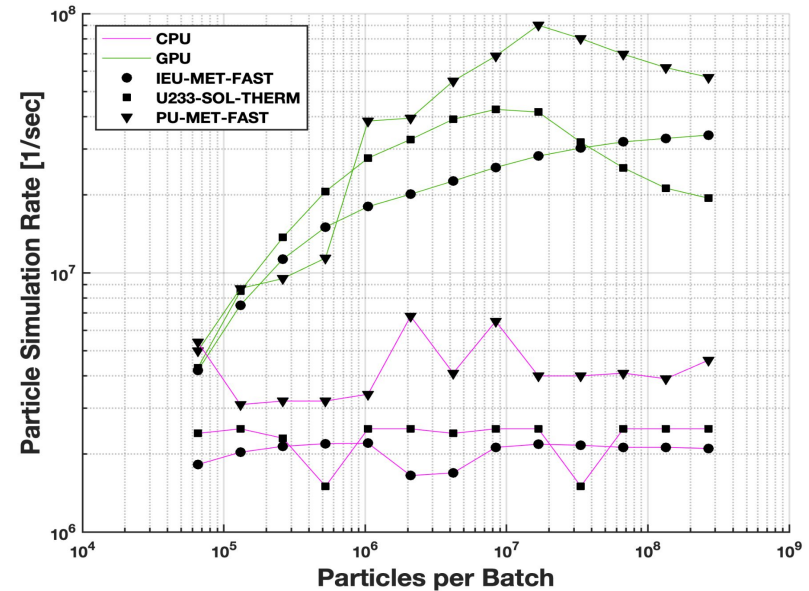
PU-MET-FAST-006

$P_N$	$k_{\text{eff}}$ PARTISN	$k_{\text{eff}}$ DAT	$\Delta k_{\text{eff}}(\sigma)$	$k_{\text{eff}}$ SC	$\Delta k_{\text{eff}}(\sigma)$
$P_0$	1.14654	$1.14652 \pm 5\text{pcm}$	0.3	$1.14652 \pm 5\text{pcm}$	0.3
$P_1$	0.97238	$0.96734 \pm 4\text{pcm}$	111.9	$0.99157 \pm 4\text{pcm}$	436.0
$P_3$	0.99493	$0.99468 \pm 4\text{pcm}$	5.8	$0.99716 \pm 5\text{pcm}$	47.3

- PARTISN  $P_0$  is a metric for the importance of scattering anisotropy
- We expect MGMC and PARTISN  $P_0$  values to agree because they use the same scattering PDFs
- As the importance of anisotropy increases, PARTISN and MGMC show more disagreement for  $P_1$  and  $P_3$  simulations

# Speedups of 15-25x have been demonstrated with the SC method on NVIDIA V100 GPUs.

- To assess performance, particle simulation rate can be used.
  - computed this rate for  $2^{16}$  -  $2^{29}$  neutrons per batch, 30 groups,  $P_3$  SC sampling
  - tested on Sierra clone node
    - 2 Power9 CPUs, 4 NVIDIA V100 GPUs
- Additional simulations show that SC  $P_3$  is only about 10% slower than  $P_0$  sampling on GPUs, independent of number of groups used.



Parallelization on Sierra clone node  
**CPU:** 4 MPI Processes, 40 OpenMP Threads/Proc  
**GPU:** 4 MPI Processes, 1 NVIDIA Volta GPU/Proc

# Conclusions

- **Our problem:** Legendre truncations to multigroup scattering distributions are not amenable to Monte Carlo sampling due to negative values.
- **Our work:** We have implemented two moment-preserving methods in **MGMC** that
  - capture the shape of the truncation;
  - are non-negative over  $[-1, 1]$ ; and
  - can be efficiently sampled on CPUs and GPUs
- **Our results:**
  - **MGMC** can now simulate neutrons with anisotropic scattering mechanics
  - **MGMC** shows good agreement with LANL production codes **PARTISN**

# Future Work

- **Sampling methods**

- Entropy-maximizing method
- 5<sup>th</sup> order semi-continuous PDFs

- **Future verification**

- Verifying MGMC's results over more complex critical benchmarks
- Comparing MGMC simulations with additional neutron transport codes

- **Performance**

- Profiling MGMC's performance on GPUs
- Testing performance on A100s
- Experimenting with additional parallelization strategies

**Thank you for listening!**